

The Mix-Master Plan

Hun!" Mario cries. He and Toad dash for the transport tube.

The king tries to follow. Koopa Troopas pursue him, their grubby hands stretched out. Mario and Toad leap to save the king, but they end up tumbling into a crevice.

Clinging with his fingernails, Mario hangs onto the edge. He can see the Monster Mixer. Bowser Koopa tosses the king into the mixing bowl, along with a red Koopa Troopa. The beaters whirl, the bowl spins, and out comes a creature with the king's crowned head ... and the body of a red turtle!

Mario gasps. "That slimy reptile is making his own creatures and planning to use them against the Mushroom Kingdom!"

He looks down to tell Toad—and realizes what a long drop he's hanging over. "Yow!" he yells as he tumbles down, down, down!

What will happen to Mario and his friends now? It's up to you to make the decisions that will get them through this exciting adventure!

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MONSTER MIX-UP

By Bill McCoy



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Dear Game Player:

You are about to guide me through a great adventure. As you read this book, you will help me decide where to go and what to do. Whether I succeed or fail is up to you.

At the end of every chapter, you will make choices that determine what happens next. Special puzzles will help you decide what I should do—if you can solve them. The chapters in this book are in a special order. Sometimes you must go backward in order to go forward, if you know what I mean.

Along the way, you'll find many different items to help me with my quest. When you read that! have found something, such as a hammer, you'll see a box like the one below:

***** Mario now has the hammer. *****

Turn to page 68.

Use page 121 to keep track of the things you collect and to keep score.

Good luck!

Driplessly yours,

Mario



***"H**urry, hur-ry! Step right up to the Koopa and Kailey Circus."* The barker's voice bellows over cheerful circus music.

Mario twirls the ends of his black mustache as he looks at the weird creatures in the sideshow tents. "It's nice to see all these monsters behind bars for a change," he says. "When they're not, they're usually chasing us."

Ever since they found the pipe that leads from their Brooklyn plumbing shop to the magical Mushroom Kingdom, Mario and his younger brother, Luigi, have come up against more strange creatures than they could count. The Mushroom Kingdom is full of them, from its own fungoid citizens to the evil turtle hordes who are constantly trying to take over the kingdom. The Super Mario Bros, are often called upon to save the day.

This day, though, everything is quiet. Mario and Luigi look forward to a fun visit.

"I'm hungry," Luigi mumbles through a mouthful of popcorn. "Let's get some cotton candy."

"All you care about is your stomach," Mario tells his tall, skinny brother.

"That's not true!" Luigi is very offended. "I also like the tightrope walkers and the trapeze act."

"I like the clowns," the ruler of the Mushroom Kingdom pipes up. His plump little hands comb popcorn crumbs out of his beard. "They're funny!"

"Humph," says his pretty daughter, Princess Toadstool. "I don't see what's so funny about clowns. They're always throwing pies in people's faces. What a mess!" She adjusts the little golden crown on her hair. "I think we should have had a flower show instead."

"But, dear, this is an important science exhibit." The king sounds as if he has memorized this speech. "The circus has all kinds of strange animals, like a mix between a Chain Chomp and a Ptooley."

"Science, schmience." The princess wrinkles her dainty nose. "Who wants to look at more monsters?"

"I have an idea," says little Toad, the royal mushroom retainer. "Let's go to that tent over there and have a souvenir picture taken." A sign outside the tent says, SNAPSHOTS OF YOU WITH THE RICH AND FAMOUS: Inside, Mario sees life-sized cardboard cutouts of the king, the princess—even himself!

The friends line up in front of a camera so huge, the photographer is hidden behind it. Before they can even pose, he shouts, "Okaynowsmile!" A blinding flash goes off.

Mario blinks his eyes, trying to make the green and red stars go away. "Hey!" he shouts when his vision finally clears. "Something's different!"

Solve this puzzle to find out what Mario means:

- Here's what the photographer's tent looked like, before—and after—the flash. How puzzling! Some of the things in picture one are missing in picture two. Help Mario figure out how many objects are missing.



If you think there are four things missing,
turn to page 84.

If you think there are five things missing,
turn to page 108.

If you think there are six things missing,
turn to page 116.



"Okay," says Toad. He and Mario flop down on the hill, "I think this is hopeless," the royal mushroom retainer adds.

Mario smacks a floating block and three coins fly out. "I think we figured this wrong," he sighs, scratching his head.

"Sshh!" Toad says. "Did you hear that? It's a bird, it's a crane, it's Super—oops." He blushes. "Wrong story."

Mario hears a faint *thwip-thwip!* Then, in the distance, he spots the Monster Mixer. "Aha!" He runs after it, counting as he goes.

"What are you doing?" Toad pants.

"Estimating how far away the Monster Mixer is," Mario explains. "I'm using an old plumber's formula for finding gurgles in drains. Three, four, five..."

*** Mario collects 3 coins.***

Turn to page 49.



"Watch out!" Toad yells suddenly.

Mario looks down. A Chomp-Muncher is about to snap off the toe of his shoe!

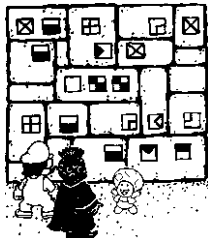
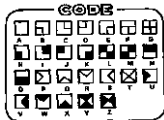
"Yikes!" Mario leaps into the air and crashes into a stone block floating overhead. With a jingling sound, two gold coins fly loose. Mario is glad to keep the change, but it doesn't solve his immediate problem.

"What was that about finding another way out?" he asks. The Chomp-Munchers are clacking closer and closer.

"Maybe this wall here will help." Toad points at the side next to the passage. There's a coded message on it."

Solve this puzzle to see what happens next:

- There's a secret message in these stones, but Mario needs your help to decipher it. Can you help him and his friends to escape?



***** Mario collects 2 coins. *****

If Mario has found a hammer, and you think he should use it to smash the whole place down, turn to page 111.

If Mario doesn't have a hammer, or you think the coded message means something else, turn to page 11.



"We can't waste time while that monster has Luigi!" Mario shouts as he races forward.

Suddenly, he freezes. The valley ahead is full of strange-looking troops. The few normal creatures in the ranks are far outnumbered by mutants, like Goombas with Piranha plant heads, Firesnakes with Beezo bodies, and Koopa Troopas with Goomba heads.

"Goomby! Foomby!" shouts a Goomba Troopa. "Look over there!"

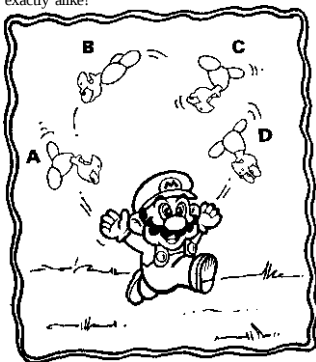
They've seen us!" the king quavers.

"Don't sweat it, Sire," Mario says. "I recognized the names of their leaders, the Goombada twins, Goomby and Foomby. If I can take care of them, the rest will scatter."

He dashes toward the army and returns in a moment, juggling four Goomba prisoners. "I have to figure out which two are twins," he pants. "The other two are Goombombs, and they're about to blow sky high!"

Solve this puzzle to find out what happens:

- Mario has his hands full with these mixed-up creatures! Can you find the two who are exactly alike?



If you think A and C are alike, turn to page 51.

If you think B and D are alike, turn to page 82.



"Ten, eleven, twelve—" Mario says.

"You're still counting?" Toad asks. He rolls his eyes. Then he turns pale. "Eep," he says, and points to the sky.

Mario looks up, too. "I didn't count on this," he gulps.

The shadow of an enormous flying turtle—a Soopa Koopa Paratroopa—falls over them. The Soopa Paratroopa is on top of Mario and Toad before they know it. They have no place to run, nowhere to hide.

They crouch in horror as the huge figure swoops down. They can't possibly fight a thing that big. Enormous claws reach down, closer and closer to the horrified victims!

Turn to page 26.



"'All goes down.' I'm not sure what that means," Toad says thoughtfully.

"It's right in front of you," Mario says. "'To get out, all goes down!' We've got to knock everything down." He tugs his red plumber's cap down firmly over his hair. "This will take some headwork."

Toad stares at the mysterious message. "Wait, Mario. Did you notice this? The word 'all' in the message is on one block of stone."

"So?" Mario says. He backs up, then runs at the wall, using his head as a battering ram. "Ouch. Ow!"

"What if 'all' doesn't mean everything?" Toad muses. "What if it only means the block with the word 'all' on it?"

Mario stops in mid-charge and straightens up, smashing a floating block that releases two gold coins. He rubs his head. "Maybe you have a point," he says. "Let's take a look."

They poke and pry at the stone with the word 'all' on it. There's a grating sound.

It's not easy, but at last they get it down, out of the wall. Mario pokes his head through the hole. There's a tunnel here. It leads out of the chamber. Let's go!"

One by one, they wiggle through the hole in the wall. And just in time. The Chomp-Muncher creatures have pulled themselves right out of their flowerpots! Mario, the king and Toad race down the tunnel.

"I'm glad we got away at all," says the king. "Or is that *through* all?" His face lights up. "I think I just made a joke! Get it? Through 'all'? The stone said ..."

"*We got it!*" Mario and Toad both shout.

Ahead of them, the passage gets brighter. "Here's the exit!" Mario shouts.

"It's nicer to be outside than in," says the king. There's fresh air, and sunshine, and a weird machine flying toward us."

Toad and Mario both whip around to see where the king is looking. Sure enough, a machine is flying through the sky. It looks as if two helicopters got blended together with a giant, old-fashioned kitchen mixer.

The contraption whirs ominously as it zooms along. Dozens of strange creatures come flying out of the bowl at its back.

"There's a Koopa Troopa with a Chain Chomp head!" cries Toad.

"And a Buzzy Beetle with Goomba feet," Mario says. "You know, we've been bumping into a lot of mixed-up monsters lately."

Toad agrees. "They must be coming from that machine." He turns pale. "And it's coming toward us!"

"I think we should stay inside the cave," Mario says.

There's a pipe ahead of us. This cave smells like old socks," Toad objects.

"Whatever we do," says the king, "let's do it fast. The machine has landed!"

***** Mario collects 2 coins. *****

**If you think they should stay in the cave,
turn to page 118.**

**If you think they should run for the tube,
turn to page 71.**



"Okay," Mario says in annoyance. "Who wants to go to the big top?"

Sure enough, the king and Luigi raise their hands. So do all the clowns.

"But—but—but—" Mario sputters.

"Do I hear a motorboat?" says the king.

They hurry to the red-and-white-striped circus tent, barging in right in the middle of a juggling act. The mushrooms in the audience all look scared. And the jugglers look unpleasantly familiar.

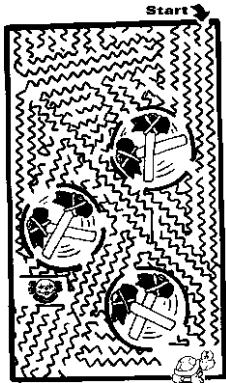
The Hammer Brothers!" Luigi exclaims.

As soon as they see Mario and his friends, the giant turtle twins send hammers flying in their direction. *Zing!* One of them narrowly misses Luigi. *Zang!* Another whips past the king. *Flop!* Mario drops to the ground as a third skims his ear.

"Don't let the hammers squash you!" Mario yells. "Zig-zag!"

Solve this puzzle to see what happens:

* Can Mario and his friends zig-zag through the maze while staying away from the hammers? Help them find the best way. And remember, there's no turning back on the paths.



If you ended up at the clown, tun to page 92.
If you ended up at the turtle, turn to page 30.



"We'll try number one," Mario declares.

Immediately, three gold coins fall into his outstretched hand. Then without warning, the wind starts blowing hard.

"Hey!" Toad cries, spinning around.

"This must be magic wind!" Mario bawls as they whiz in a tight circle.

Whoosh! The wind shrieks, then suddenly dies. Mario and Toad find themselves standing in a big field. "Hey! I know where we are," Mario declares. "Koopa's Castle. I'd recognize those moldy walls anywhere." He turns happily to Toad. Then he gasps.

A horde of Koopa creatures is moving like a tidal wave, straight for them!

"Run!" Toad shrieks.

***** Mario collects 3 coins.*****

Turn to page 119.

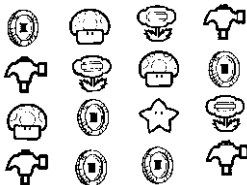


Mario kicks a block of stone toward the Chomp-Munchers. It sends them flying. That bowled 'em over," he laughs. The king applauds as a killer flower whizzes over his head. It hits the wall behind him and poofs out of existence.

Then the whole wall begins to glow!

"Look," says Toad. "Pictures!"

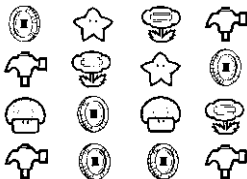
Here's what they see:



"It's like that game where you turn over cards and match the pictures on the other

side," Mario says. "But these cards are already turned over!"

Suddenly there's a blinding flash. When Mario can see again, the wall looks like this:



Glowing letters suddenly appear: NOTICE
ANYTHING DIFFERENT?

"Well, I'll be a plumber's helper!" Mario exclaims. Two cards have moved. That hammer is where a coin used to be."

"I think some mushrooms and stars changed places," Toad says. "But look over here at this wall. There's another message."

"No, I understand the hint," Mario says. "I should use a hammer to knock my way out."

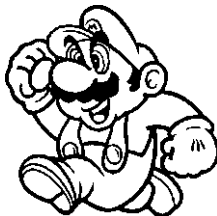
"I really think you should read this," Toad says, tugging on Mario's arm. But the excited plumber ignores him.

"Look, the hammer card in the lower left corner is opening like a door!" Mario cries. "Am I supposed to go through? Boy, what a choice! What should I do?"

If Mario has found a hammer and you think he should use it to smash his way out, **turn to page 111.**

If you think Mario needs a hammer, send him through the magic door and turn to page 30.

If you think he should look at whatever Toad is talking about, turn to page 6.





"Why hang around?" Mario says. "It's a black and white choice. The easiest route is the way out. Come on."

Toad looks dubious as they head down a passageway. It leads to another, and another, and finally ends in a big metal door that looks as if Bowser stole it from a bank.

Mario raps the polished steel with his fist. "All we have to do is get through this, and we're out of here."

The door isn't locked, but it's very, very heavy. After much tugging, pulling and grunting, it finally swings open.

"Oh, Mario," Toad says reproachfully.

Oh, no! They've opened the secret entrance to the Magma Pits. And hot lava isn't good for the complexion!

GAME OVER!



"We'll go by Paratroopa Express," Mario says, smiling.

The Soopa Paratroopa has to run a bit to build up the speed to fly. This takes the enormous creature right past Mario and Toad's hiding place. They jump, and land right on the creature's back. It's so big, it doesn't even notice them.

Looking down from on top of a creature fifteen times taller than they are is scary. "That's a long drop," Toad squeaks.

The drop becomes a lot bigger when the Soopa Paratroopa starts flapping its wings. Soon they're high in the sky, and the world below looks more like a map than the land they know.

The ground scrolls by rapidly underneath them. At times, the Soopa Paratroopa is flying so fast, they can't make anything out. Everything is just a blur.

Finally, Mario sees a familiar landmark. "Don't worry, little friend," he tells Toad. "We're getting close. Keep an eye out for a big hill. Koopa's Castle is right beyond it."

"Great!" chirps Toad, glad the ride is over. "We'll land right at his front door." He looks at the ground, far below. "But how do we get down?"

"We'll jump," Mario says.

Toad turns green. "Isn't there some other way?" he quavers.

Mario pulls out a wrench from his overalls pocket. "It's a desperate move," he says gravely. "But if you really want me to do it, I'll try to force this beast down."

If you think they should wait for a good moment to jump, turn to page 41.

If you think they should try to force the creature down, turn to page 93.



"Okay, well keep going if you say so, Mario," Toad agrees.

No sooner do Mario and Toad start toward the tanks than they're spotted. Turrets turn on them, and Koopa cannons belch spitballs.

The two heroes flop to the ground, rolling down the hillside. Bullet Bills whistle over their heads.

"Look! There they are!" one of the flying missiles screams. "Get them!"

"I can't turn," another missile yells. "Can you?"

Trust those fools to use the wrong kind of ammunition," complains the first bullet. "Watch out! We're going off the scree—"

His words cut off as he vanishes. But many more Bullet Bills come whizzing toward Mario and Toad, who take cover in a small hole in the ground. Mario gets an idea from the two stone walls that rise up on either side of the hole.

He leaves their foxhole, and returns a moment later with a prisoner—a Koopa Troopa shell. "It has a Goomba head and feet," he explains to Toad. "But they're pulled in."

Mario starts the turtle shell bouncing between the two walls. The first block it hits sends off two gold coins. Even better, as Bullet Bills whiz by, they hit the shell and blow up.

"How many of those talking bullets are there?" Toad asks. "I can't even see to count them all."

"It's a puzzle," Mario says. "Let's count."

**Solve this puzzle to find out
where to turn next:**

* How many Bullet Bills do you see whizzing around this picture? Count all the ones you can find. It's not as easy as it looks!



*** Mario collects 2 coins. ***

If you think there are 12, turn to page 10.
If you think there are 10, turn to page 49.



"Gotcha!" The Soopa Koopa Paratroopa grabs Mario in one claw and Toad in the other, before they have a chance to make a move!

"Thought I wouldn't see you, huh?" the monster asks. Its wings flap, carrying Mario and Toad ever higher. They pass through clouds, and finally come to an open spot where they can look down—and down—and down.

The view is lovely, but Mario isn't sure he likes seeing it while clutched in somebody's claw. What if the Soopa Paratroopa were to drop him?

"Hmmm," the intrepid plumber thinks. "If I could *make* this monster let me go at the right time ... But how?"

After a while, one of the Soopa Paratroopa's three heads speaks up. "I'm getting tired," it announces. "Let's fly closer to the ground."

"I'm bushed, too," another head agrees. "The Monster Mixer takes a lot out of you."

It seems that being mixed-up isn't healthy. A lot of feathers are falling from the Soopa Paratroopa's huge wings.

One feather falls past Mario, and he grabs it. "My secret weapon!" he cries.

"What are you going to do with it?" Toad asks. "Hey, maybe you should wave it under the monster's noses and make it sneeze. It might drop us."

"Maybe." Mario considers for a moment. "Or maybe I should use it to tickle the monster and make it put us down."

11 you think he should try to tickle the Soopa Paratroopa, turn to page 93.

If you think should try to make the creature sneeze, turn to page 34,





"It's a tunnel, all right," Mario says, peering in. The passage twists and turns, leading the friends farther into the ground.

The deeper they go, the brighter the odd, golden glow around them becomes. "I hope this leads to someplace good," says Toad.

Suddenly, the passage opens into a huge chamber. "Wow!" Mario exclaims. It's full of coins! The gold is glowing so much, it makes the whole place as bright as day.

Then the plumber frowns. He knows there's almost always a trap in a coin room.

Aha! Mario spots a Muncher plant. Or is it a Chain Chomp? He strains for a better look. The creature has the head of a Chain Chomp, like a bowling ball with fangs.

"Holy hosepipes! It's a Muncher bottom with a Chain Chomp top!" Mario cries. "I'm not going in until I know how many of those mixed-up monsters are around."

Solve this puzzle to see what Mario is up against:

- Help Mario find the mixed-up monsters in this cave. How many are there?



If you think there are five mixed-up monsters, turn to page 99.

If you think there are seven, turn to page 36.



Mario takes a step forward. A hammer comes flying at his head. Then comes another, and another.

"Yipe!" he exclaims. "I didn't bargain for this!" He dodges madly back and forth. In front of him, the Hammer Brothers stand on a floating stone platform, juggling their deadly spinning hammers.

Mario zigs and zags, charging ahead. Hammers whiz past him, missing by barely half a hair.

He reaches the platform in a storm of whirling hammers. The stone blocks float magically over his head, the way blocks always float in the Mushroom Kingdom. Mario jumps, punches . . . there goes a block, and one Hammer Brother with it!

Leaping over a low-flying hammer, Mario bounces around, then throws another punch. He's rewarded by a tinkly sound as two gold

coins fly out of a seemingly solid block.

"Yippee!" Mario yells, landing a punch to a third block. The other Hammer Brother takes a clumsy dive. He lands on his padded helmet. *Poof!* He vanishes.

Mario turns to his friends, who are standing by the entrance. "Fancy footwork," says the king admiringly.

Mario dashes over to his friends, then stops as a treasure chest floats down from the sky. "Hey, that's right," he says. "I beat the Hammer Brothers. I get a prize."

He opens the chest, to find a big hammer.

"Just what I need," Mario says, pleased. He tucks the hammer into a spacious overall pocket. Then he gives the box a kick, just in case it still contains hidden treasure.

***** Mario collects 2 coins, and he now has a hammer. *****

Turn to page 82.





"I guess six coins are enough. Let's leave." Mario leads the way to another tunnel, jingling his golden treasure as he walks. The farther they get from the coin room, the darker the tunnel becomes. Finally, they're walking along in pitch blackness.

All of a sudden, they turn a corner and step into sunshine. "We're out of the cave!" Toad says happily, blinking in the light.

"I can hardly see." Mario cocks an ear. "What's that funny whirring noise?"

The *thwip-thwip!* comes from a huge machine landing in front of them. It has rotors like a helicopter, but the rest of it looks more like a kitchen mixer, with beaters and a huge bowl on the hack.

A weird wave of dizziness oozes from the contraption, leaving Mario all mixed up. "What is that machine?" he gasps. "It looks like a souped-up Mixmaster."

An army of mixed-up creatures pours out of the bowl. Mario sees a gasping Cheep Cheep head on a Koopa Troopa body, a Piranha plant with Paratroopa wings, and a very nervous-looking Goomba head topping off a Bob-omb.

Mario doesn't wait to see more. "Run!" he cries. Then he skids to a stop, looking over his shoulder. "Oh, no! The king!"

"What's he doing *there*?" Toad moans.

The king is doing what the king does best: getting into trouble. He's running dangerously close to a deep crevice in the ground, with a bunch of Koopa creatures in hot pursuit.

"I'm so confused!" Mario wails. "How did the king get there? What do we do?"

If you think Mario should fight the Koopas to save the king, turn to page 38.

If you think he, Toad and the king should race the Koopas and escape, turn to page 71.





“Nah,” Mario says after a minute. “I like your plan better, Toad.” He waits until they’re passing a tall hill, deep in Koopa territory. Then he flings the feather under the Soopa Paratroopa’s mammoth nostrils.

It works! Three different voices chime in. “Ah—ah—ah!—CHOOOOOOOO!”

The huge monster’s sneeze sounds like a clap of thunder. It’s so strong, it actually jars Mario and Toad loose. They fall to the hilltop and roll into some bushes, where they hide until the Soopa Paratroopa flies off.

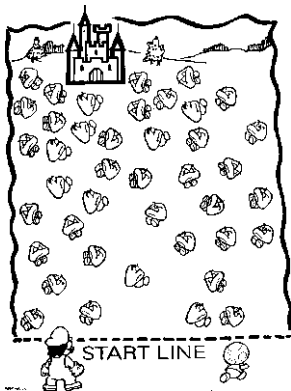
They sneak along the hill until the outer wall of Bowser’s castle is in sight. There are lots of guards, but they’re all asleep.

“How can we get past without waking up all those Goomba guards?” Toad asks.

“I don’t know,” Mario admits. “Let’s rest for a moment while I think up a plan.”

Solve this puzzle to find out what happens:

- Can Mario make it to Koopa’s Castle? Look for one straight line that leads right through the sleeping guards—if you can find it!



If you think it can be done, turn to page 48.

If you think there’s no way to get past the Goomba guards, turn to page 5.



"Seven!" says Mario. Suddenly he finds his legs pumping madly in thin air. He plummets until he hits a stony floor. Someone lands on top of him. "Ow!" he grumbles. "Luigi, get off!"

"Luigi isn't here. It's me," Toad says.

Mario stands up. "Sorry," he says. "Usually Luigi lands on me."

Flop! Mario gets flattened again, this time by the king. "I thought we were goners," the king says, mopping his brow. "But where have we gone to?"

Meanwhile, Mario looks up hopefully. "I don't think Luigi is coming," says Toad.

"Then let's explore," Mario says. "Luigi can take care of himself." He leaps up and bangs into a stone block. Two shiny gold coins fly out.

The plumber pockets the coins and looks around. They're in an underground room, surrounded by stone walls. A pitch-black passage is the only way out.

Mario steps into the tunnel. Beady eyes peer out at him. "Excuse me," he says.

Clack! Jagged teeth snap, inches away from his nose. A round, black head surrounded by shiny leaves snarls at him. "*Roar!*"

"Yikes! Weird monsters!" Mario shouts. He dashes back to *Toad* and the king.

Now they hear the *clack-clack!* of hungry jaws. The first of the monsters appears. It has a Chain Chomp head, like a nasty bowling ball with teeth. But instead of being chained down, this head is on a flexible Muncher plant stalk!

More Chomp-Munchers appear. They stretch toward the friends, chomping away.

"Is there another exit?" Toad quavers.

Mario rolls up his sleeves. "We need some pest control," he says to his friends.

*****Mario collects 2 coins.*****

If you think Mario should try to get rid of the monsters, turn to page 17.

If you think they should try to find some other way out, turn to page 6.



"The only thing to do is fight!" Mario cries. He leaps into action.

Unfortunately, his way is blocked by more than a million Koopa creatures. They swarm all around the heroic plumber. Mario does his best, bopping and hopping, jumping and thumping. But even the greatest hero gets tired after a while.

Mario thinks about how simple life was in Brooklyn. "All I had to worry about was blocked drains," he says mournfully, as he jumps over a skittering blue snapping turtle.

A Cheep Cheep head with a Firesnake body swoops down just as Mario lands.

"Hot seat for Mario!" the creature says. Whoops!

GAME OVER!



It's a tough choice, but...

"We'll follow Luigi," Mario decides. "Maybe that will lead us to the princess."

The three friends can see the Soopa Paratroopa flapping away across the weird landscape of floating platforms and transport tube tops. But the creature is far above the highest point they can reach. It looks like a medium-size cloud. Lemmy Koopa's laughter is only a faint giggle.

Keeping his eyes on the escaping monster, Mario plunges down the hillside.

"Mario, watch out for that rock! You're going to-*whooohr*" The king and Toad manage to stop Mario from going off a sheer cliff. But, staring upward all the time, Mario pulls them down a steep slope at top speed.

Even as they rush on, the Soopa Paratroopa is outpacing them. With each beat of the creature's wings, they fall farther behind.

The Soopa Paratroopa—with Lemmy and Luigi—is just a tiny dot in the sky now. Mario zooms after it like a guided missile. He doesn't notice that he's thumping and bumping through a rocky valley.

"Mario," Toad says. "Mario? Mario!" Finally, he yanks Mario's hand, digs in his feet and brings his flying friend to a halt.

"What is it?" Mario pants.

The royal mushroom retainer points to a wall of rock where the valley curves. "Maybe we should see what's in that crack over there before charging ahead. It might be a cave, or a tunnel. And it might have something useful in it!"

If you think they should check before they charge, turn to page 28.

If you think they should rush ahead so they won't lose sight of Luigi, turn to page 8.



"Let's go for the front door," Mario says to Toad. "Geronimo!"

Together, they drop to the ground, then scuttle forward.

"It wasn't easy," Mario whispers. "But we made it to Koopa's Castle."

Toad looks doubtfully at the door. "The question is, how do we get in?"

Mario sighs. Since the last time he was here to rescue the princess, Bowser Koopa has put a new lock on the door! This one is made of two geared wheels. Each has Bowser's lumpy profile on it.

"I've read about this in the *Daily Mushroom*," Toad says. "You roll the left-hand wheel around the right-hand wheel. If you can figure out which way the picture on the left-hand wheel will end up, the door will open. But you have to guess correctly."

"Sounds complicated." Mario rummages in

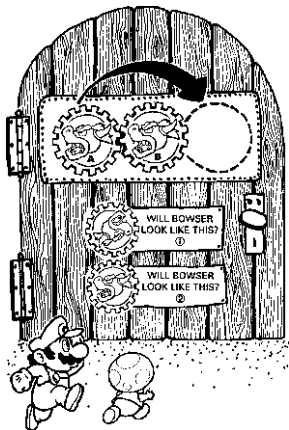
his pockets for something to smash the door, "Maybe I should just knock it down."

"No! That's too noisy," Toad objects. He squints at the lock. "I think the picture of Bowser would end upside down."

"I think he'll be rightside up," says Mario. "But enough guessing." He reaches for the wheel. "Let's find out!"

Solve this puzzle to find out:

- To unlock the gate, roll wheel A around the edge of wheel B. When wheel A reaches the other side of wheel B, which way will the portrait of Bowser on wheel A face?



**If you think Bowser will look like choice 1,
turn to page 112.**

**If you think Bowser will look like choice 2,
turn to page 44.**



After a little fiddling, the wheel drops into place and the doors swing open. "See?" Mario says to Toad. "I told you Bowser would end rightside up."

They creep through the dark castle, searching for their friends. Mixed-up guards are everywhere. There are traps to watch out for, like slime cannons and lava pits, as well as the perils of Koopa housekeeping. "Ow!" Mario cries as he stumbles. That's the first time I've ever tripped over dust."

There is also a reward. When Mario trips, he hits his head on a block in the floor, which spits out six shiny coins.

At last Mario and Toad find Princess Toadstool's prison. It's a grungy cell piled high with newspapers. From the smell, Mario guesses they were once used to wrap fish.

"Mario! Toad! You're here to rescue us. How wonderful!" cries the princess. "It's been

terrible. I used all my tissues—and Luigi's—getting this chair clean enough to sit on." The princess is obviously upset. "And look what that dreadful Bowser did to Daddy!"

A little late, Mario realizes there's a guard in the cell. The thing has the king's pudgy face and onion-shaped crown, on top of the rotund body of a red Koopa Troopa.

"Your Majesty! You're all mixed up!" Mario cries, shocked.

"Don't mind me. I'm used to it," the king-Troopa says serenely. He looks at the princess. "Dear, Mario might like to rescue his brother before any mixing begins."

"Right," the princess says. "Mario, Bowser's going to put Luigi hi his Mixer!"

"Sufferm' sumpwater! I've got to save him!" Mario says. He thinks for a moment. "But maybe I should rescue you first."

*****Mario collects 6 coins.*****

If you think Mario should rush to Luigi's rescue, turn to page 70.

If you think he should help the others before he looks for his brother, turn to page 97.



"You hit it!" Luigi yells. "Now jump, Mario!" The Starman, a glowing blue star, drifts down into the mixer bowl as the brothers leap in. If they can touch the Starman, they'll be unbeatable!

The bowl turns for a moment, then stops with an awful crash. Two heads poke out of a huge crack. It's Mario and Luigi. "Hey!" Mario says. "Two heads *are* better than one."

They leap out, to reveal that they share the same body! The double plumber is as tall as two Luigis, and it blinks with the light of invincibility that the Starman gives the Mario Bros.

When the Koopa army sees the Super-Duper Mario Bros., they panic. "Run! Hide!" scream the Troopas, scrambling over each other to escape. Chaos reigns. A Koopa Troopa sails into the air and hits another floating block. Twenty gold coins fly out!

The Koopa kids try to put up a fight, but the

super-duper plumbers dance on their heads two at a time. Lemmy faints dead away when he sees Mario and Luigi coming for him. Bowser dives behind his throne.

The power plumbers leap onto the Monster Mixer, and start tap-dancing on that. In seconds, the awful machine is nothing but a pile of scrap iron.

When the Super-Duper Marios finally turn to Bowser, he's nowhere in sight. "Rats!" exclaims the Luigi head. "He had a secret exit behind the throne."

"So I see." The Mario head peers behind the throne and wrinkles its nose. "There are about fifteen years of leftovers piled to the ceiling." Then the Mario head smiles. "Oh, well, well get him next time. For now, we need to find a way to un-mix the creatures from the Monster Mixer."

Princess Toadstool looks thoughtful. "Maybe a soup-strainer..." she suggests.

***** Mario collects 20 coins. *****

GAME OVER. YOU WIN!





Mario and Toad tiptoe through the sleeping guards. They're almost to the castle when they hear loud voices singing:

Koopa, Koopa, rah, rah, rah!

Koopa, Koopa, sis-boom-bah!

Who's the meanest one of all?

Koopa! Koopa! That's our call!

The silly song warns Mario that more Koopa troops are coming. He quickly grabs three coins from one of the sleeping soldiers. "We'd better hide, Toad!"

Toad glances around. "All I see is a pile of rocks ahead of us, and a patch of bushes behind us. Which should we choose?"

*****Mario collects 3 coins.*****

**If you think they should head for the rocks,
turn to page 88.**

**If you think they should head for the bushes,
turn to page 103.**



"Drat!" Mario says. "I lost count."

Then he and Toad hear an odd sound right overhead. They look up to see a Bob-omb with desperately fluttering Buzzy Beetle wings plunging toward them.

"I think this calls for more than a 'Drat!'" says Toad. "How about *Aaaaaagh?*"

Mario smiles confidently. "How about 'punt!'" Before the Buzz-Bomb lands, he kicks it sky-high. Then he and Toad peek over a low stone wall to see it fall in the middle of an advancing army of mixed-up Koopa creatures. A Koopa Troopa with a Piranha plant's flower-pot bottom hops madly away from the impact site.

The Buzz-Bomb hits with a *kaboom!* and part of the advancing army disappears. A turtle shell flies off from the blast and ricochets off a floating block. A gold coin flies out, right into Mario's hand.

"That's one up for us, and forty-seven down for the Koopas," he says. But the army keeps advancing.

"This looks bad," Mario says.

"Right," Toad agrees. "And gee, isn't it getting kind of dark?"

Mario looks up to see what's gotten in the way of the sun. He gulps loudly.

Swooping down on them is an enormous Soopa Koopa Paratroopa. The flying turtle is fifteen times bigger than they are!

"It's another one of Bowser's ridiculous creatures!" Mario yells. "Hit the dirt!"

"It's going to get us!" Toad screams. "Run for your life!"

***** Mario collects 1 coin. *****

If you think they should hit the dirt, turn to page 76.

If you think they should run, turn to page 119.



Mario tosses two Goombas in the air. *Kaboom!* They explode. "Yipe!" Mario yells as Goombomb shrapnel shoots through the air.

"You're it," he tells his two remaining captives. "Take that!" He juggles them so they crash together. *Clonk!* They fall unconscious to the ground.

"Let go! Unhand me, I say!" someone shouts. Mario glances up from his knocked-out enemies to see real trouble. Two Koopa Troopas have grabbed the king!

"Cut it out now!" cries the struggling monarch. "Let me go! Ooooh! Whoo! Hoo! Hahahahahaha! That tickles!"

"That's vicious!" Mario is shocked.

The king tries to fight, but the Troopas tickle him into submission. By the time Mario struggles through a wall of enemies, the two turtle bullies have carried the king off, still laughing hysterically.

"What are we going to do?" Toad cries.

"There's a cave over there." Mario points to a crevice in the valley wall. "Let's run for cover. Then we'll talk about how to rescue the king."

Koopa Troopas and other creatures try to block the way. But Mario and Toad manage to dodge their enemies till they reach the cave mouth. Now the mixed-up troops can only come at them from one direction.

Mario tosses a turtle shell away. It strikes a floating block, and three gold coins fly over to Mario's pocket.

Suddenly, from overhead, they hear a *thwip-thwip-thwip!* sound. Then Mario sees a strange, enormous flying machine land on the valley floor. "Ill be!" he exclaims. "It looks like my Mom's old kitchen mixer. A bit bigger, though."

Out of the cockpit hops someone tall, green, and scaly. It's Bowser Koopa, the evil king of the turtles! He tips his crown at a jaunty angle and slides down the machine.

When they see him, Bowser's mixed-up troops rush to the turtle king.

"Boss! Boss!" yell the two Troopas carrying the king. "Look what we got!"

"Heh, heh, heh," Bowser rubs his hands as he gloats over his prisoner.

"How do you like my boy Iggy's newest invention?" he asks the king. "I call it my Monster Mixer. Put two people in, and they come out as one, monstrously mixed up."

The king shrugs scornfully. "Who needs a machine for that?" he says. "I'm *always* all mixed up."

Bowser pays no attention. Instead, he points to his crazy-looking troops. "I've been doing a little experimenting. But now I'm ready to start my master plan. I'm going to use the mixer on the Mushroom Kingdom!"

He starts up the mixer, and the bowl starts spinning. A weird wave of dizziness spreads out in all directions. Even in their hiding place, Mario and Toad are hit by it. Suddenly, Mario feels horribly mixed up. It's all he can do to remember his own name!

"Setting up my circus near your castle gave my kid Lemmy a chance to sneak in and kidnap people," Bowser shouts over the clanking machinery. He continues, "I have a special experiment in mind for you, King." He turns to his troops. "Where's Elmo?"

Smiling evilly, he explains, "Red Koopa Troopas are very stupid, and Elmo is the dimmest of them all. I was wondering what would happen if I mixed you and Elmo."

"Oh, no!" *Toad* whispers, wincing.

All the troops crowd around eagerly.

Toad stares at the Koopa creatures. "I guess we should wait here and see what happens," he says. "Maybe we'll get a chance to rescue *everybody* who's been kidnapped."

Mario shakes his head. The dizziness wave still has him all mixed up. "Bowser and his troops have forgotten about us," he says to *Toad*. "I think we should rescue the king."

***** Mario collects 3 coins. *****

**If you think they should save the king,
turn to page 38.**

**If you think they should stay put,
turn to page 77.**



"Okey," Mario says to the king-Troopa. "Show us the way."

The king-Troopa leads the group on some high-speed sneaking. Whenever they come to a bend in the passage, they take only a second for a quick peek, then scurry along. Around them they hear the constant clatter of turtle feet.

"This is risky," Mario objects. "What happens if we find a locked door in front of us and a bunch of guards behind?"

"We're about to find out," the princess says, pushing fruitlessly against a pair of big metal gates blocking the way. The sound of marching feet comes closer.

"It's a trick lock," the king-Troopa explains. The design on the gate is a portrait of Bowser, drawn by Abstracto Tortuga, the great turtle artist. If you can trace the whole picture without lifting your pen, the door will open. But you have to start at the right place." The king-

Troopa frowns. "Now, let me see if I can remember where to start. Is it the tip of the crown? Or the bottom of Bowser's nose?"

"I'll figure that part out, your Majesty," Mario says impatiently. "Is there anything else I need?"

The king-Troopa looks slightly offended. "Well, of course," he sniffs, "you need just the right gold pen."

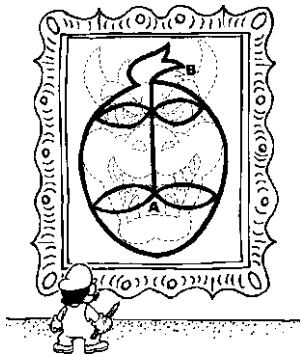
"What kind of pen?" Toad asks.

If Mario hasn't found a golden pen in his travels, turn to page 94.

If he has, go on to the puzzle below.

Solve this puzzle to see what happens:

- There's only one place where Mario can begin tracing each line of the picture without lifting his pencil, and without going over a line twice. Can you help him find it?



**If you think Mario should begin at Point A,
turn to page 86.**

**If you think Mario should begin at Point B,
turn to page 112.**



"We need a fresh start," Mario says. He presses the RESET button.

Snap! Crackle! Mario and Toad feel awful if giant spiders are running up and down their bodies. "Help!" Toad wails.

Suddenly everything goes black. A crushing weight comes down on Mario's head. With a groan, he passes out cold.

When he comes to again, he and Toad are at the Mushroom Kingdom fairgrounds. Luigi, the king and Princess Toadstool are standing nearby, admiring a weird-looking monster in a cage.

Mario's mind is blank. He can't remember anything that just happened to him. "What are we doing here?" he asks Toad.

Toad shrugs. "I don't even know where we've been. But, boy, am I tired!"

Turn to page 1.



"Let's head for the hills," Mario says. He turns. "What are you doing, Luigi?"

His brother is running around in circles and flapping his arms. "Oh," he says, embarrassed. "I forgot I wasn't wearing a flying suit. I was trying to take off."

"Brilliant, drain-brain," Mario laughs. "We left our flying gear in Brooklyn. The only way up is by foot." He points to the tall hill beyond the circus. "Up there, we'll have a view of all the land around here."

Luigi sighs. "Let's start climbing."

The circus music has become faint and far-away by the time they reach the hilltop.

"Why, the people at the circus look like ants from up here!" the king exclaims, peering down.

"Your Majesty, those *are* ants." Toad turns the king around. "*There's* the circus."

Mario cups his hands around his eyes, and

tries to see the distance. "There's a bunch of Pidgits flying in circles down the slope from us," he reports. "No sign of the princess, though. What do you see, Luigi?"

Luigi shrugs. "Just a big cloud in the distance. Hmmm, that's funny ... the cloud is moving against the wind."

His mustache suddenly bristles. "Wait a minute! That's not a cloud! It's a Koopa Paratroopa! And it's coming this way!"

The flying turtle is the largest Mario or Luigi has ever seen. It's even bigger than the huge Koopa Paratroopas in Giantland. This one is a *Soopa* Koopa Paratroopa.

"Haha-hoo-hoo-hoo-ha-ha!" Someone is riding the Soopa Paratroopa. It's Lemmy Koopa, and he's laughing like a loon!

Turn to page 64.



"Well vote on what to do next," says Mario. "But clowns don't vote!"

"I can't vote, then," the king says sadly.

Even though they decide to follow the trail to the Pin-the-tail-on-the-Koopa tent, Mario and his friends have trouble getting there. The clowns invite themselves along, distracting Mario so much he doesn't even notice where he's going until he humps into a tent flap.

"We're here," he says. "Let's look around. But keep out of trouble!"

Inside the tent, a large portrait of Bowser Koopa, king of the turtles, stands against one wall. The picture is incredibly lifelike, down to the unsightly cluster of green warts on Bowser's right ear. "Amazing," murmurs the king.

Crowds of blindfolded mushrooms are wandering around, holding out paper tails with pins on them.

"How about you?" the clown in pink asks Mario and his friends. "If you pin the tail in the right place, you win two gold coins!"

Mario's eyes light up. "Gold coins! Let me at 'em," he says.

Soon, he and his friends are all blindfolded and moving forward. "Ouch! Watch that pin!" Mario yelps as something sharp catches him in the back.

"How can I watch it with my eyes covered?" the king asks, baffled.

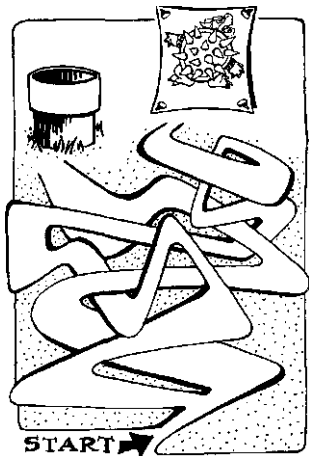
"Just be quiet, your Majesty," Mario says. "I'm going for the gold."

His hands stretched out in front of him, the plumber walks forward. "I'd better count my steps," he thinks. "One, two, three, four, five, six...aha!"

Mario thinks he feels something in front of him. He reaches out with the tail in his hand. Then he takes one more step, as he removes his blindfold.

Solve this puzzle to see what Mario finds:

- Help Mario and his friends find the path to Bowser's picture. But be careful! Once you choose a path, you can't turn back.



If you ended up at Bowser, give Mario 2 coins and turn to page 82.

If you ended up at the pipe, turn to page 36.



W-where did *that* come from?" Toad whispers, staring up at the flying monster.

Every flap of its enormous wings brings the Soopa Paratroopa closer. On its back, Lemmy Koopa cackles with laughter. Multi-colored hair flops over his green forehead.

"Let's fight!" cries Mario.

"Is it too late to hit the RESET button?" asks Luigi.

"Maybe we can hide," the king suggests.

Unfortunately, the hilltop is bare and exposed.

"Well, what should we do?" Mario says.

"Run!" screams everyone else.

Mario takes off with the others close behind him. "I'd better follow Luigi and keep him out of trouble," he says to himself. "Hmm. Is this footprint from his size eight shoe or my size seven shoe? How do I know I'm on the right track?"

Solve this puzzle to find out what happens:

- Mario is trying to follow Luigi, but he's having trouble finding the other plumber's footprints. Do you know where Luigi is going? Pick out his footprints and follow them to the next part of this adventure.



If you landed on the star, turn to page 36.

If you landed on the mushroom,
turn to page 101.



"Maybe you're right," Mario says. "We should check out the Hall of Horrors."

He leads the way toward the tent. This one doesn't have any visitors. "My subjects aren't very brave," the king confesses.

Most of the other tents in the circus sideshow are so colorful, they're almost blinding. Mario sees one with yellow walls, a bright-blue top, and purple stripes. Another is lime-green with shocking pink polka-dots. "Looks like something from the king's wardrobe," Mario whispers.

But the Hall of Horrors is all one color—a sort of dingy gray. The only way to tell it's a Hall of Horrors is by the sign outside. It's painted in shaky red letters, with a crude picture of a skull.

"This place doesn't look very scary to me," sniffs the king.

Mario pokes his head into the tent. It's pitch-

dark inside. "Come on," he says, "the coast is clear."

He leads the way into the blackness. "All we have to do is find a light."

"Coming right up," a raspy voice says. *Click!* The tent is flooded with light.

There's the princess, tied to the pole that holds the tent up. The rest of the tent is filled with more Koopa Troopas than anyone would ever want to see at one time. Standing by the light switch is Morton Koopa, one of Bowser's seven slimy kids. He grins.

"This is horrifying!" squeaks Toad.

"Why did we ever listen to the king?" Mario groans.

"Get them!" Morton screams. He cackles as his henchmen subdue the three adventurers. "I thought that I would have to settle for just one mushroom royal to add to Pop's mushroom mixing experiments," he says. "But when I deliver all of you to him, I'm sure to get that new Koopa Motor Scooter I've been wanting. Ha, ha, ha!"

GAME OVER!



"Trust me," Mario says.

"I'm trying," Toad answers bravely.

Hoping to lose the Soopa Paratroopa, Mario and Toad plunge deeper into the clouds. But the farther they go, the harder it is to find their way. Mario starts counting their steps, hoping it will help them find the way back. "Twenty, twenty-one, twenty-two—"

"Have we lost the monster yet?" Toad asks.

"I feel like I've run fifty miles."

"I wish you wouldn't use numbers," Mario pants. "Fifty-one, fifty-two..."

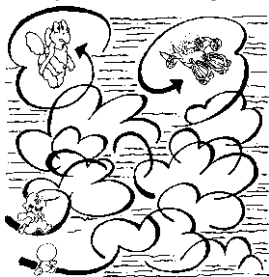
At last, Mario looks behind them. "We lost it. Let's find the mixer again!"

He bounds off in a new direction, taking three steps, two steps—one. Then he stops. Where is that mixer? "I don't suppose you remember how far we've gone?" he asks Toad.

Toad moans. "We lost everything, and now we're lost—lost in a maze of clouds!"

Solve this puzzle to help Mario and Toad find their way:

- Paths through the clouds are a-maze-ingly hard to find! Trace a route along the thick black lines to find out where Mario and Toad are going. Where two lines intersect, you choose which way to go. But remember, if the line you're on comes to an end before the end of the maze, you must start all over again!



**If you end up at the Soopa Paratroopa,
turn to page 10.**

If you end up at the Mixer, turn to page 80.



"We've got to rescue Luigi!" Mario cries.
"Where's the Monster Mixer?"

The princess shrugs. "I don't know."

The combination king/Koopa Troopa raises his hand. "Koopa mixed me with a dumb Troopa. But oddly enough, I feel twice as bright."

"Do you know where the mixer is?" Mario asks, looking suspicious.

"Not positively," the king-Troopa says. "But I've deduced the only place in the castle it *can* be. Ill lead you there."

"Hmmm," Mario says, thinking. He's not sure he should trust the creature. It's only half king. The other half is pure Koopa.

**If you think Mario should trust the king-Troopa,
turn to page 55.**

**If you think Mario shouldn't take up the offer,
turn to page 114.**



"**R**un this way!" Mario cries. He and Toad dash for the nearby transport tube.

The king tries to follow, but finds himself teetering on the edge of a crevice. Koopa Troopas pursue him, their grubby hands stretched out to seize him.

Mario and Toad race over and leap to grab the king. But they miss, and tumble down into the crevice. Clinging with his fingernails, Mario hangs onto the edge.

He can still see the huge mixer. Bowser, an evil grin on his warty green face, tosses the king into the bowl, along with an extremely dumb-looking red Koopa Troopa.

The beaters whir, the bowl spins, and out comes a creature with the king's crowned head and the body of a red turtle.

Mario gasps. "That slimy reptile is making his own creatures and planning to use them against the Mushroom Kingdom!" He looks

down to tell Toad what's going on—and realizes what a long drop he's hanging over.

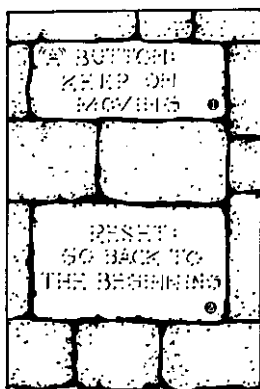
"Yow!" he yells as he goes tumbling down the crevice. He lands beside Toad in a cold, dank room with solid stone walls. The royal mushroom retainer is studying two blocks in the wall, which have strange marks on them.

"I think they're magic blocks," Toad says. "But I can't figure out what they do."

"I've figured out garbage disposals," Mario says with determination. "I can figure this out!"

Solve this puzzle to see what happens:

- Help Mario fill in the missing parts of these letters. What does the message say? Which block should he choose?



If you think Mario should choose block 1,
turn to page 16.

If you think he should pick block 2,
turn to page 58.



"Let's try the second choice," Mario says. He takes a step.

The world suddenly disappears in a blinding glow. A weird force seizes Mario, squeezing, stretching, then—*pop!* He's free.

"I *hate* travelling by magic!" Mario mutters. His eyes have been scrunched tight since he felt the magic start to work. Now he opens them to see where he is. There's only fluffy whiteness wherever he looks. Beside him is Toad. They're surrounded by clouds, high in the sky!

Four coins float in the air. Mario grabs them before flopping down on a cloud. "That's it!" he says in disgust. "I'm never trusting another magic exit again. Stuck in the middle of nowhere, all alone—"

"We do seem to be all alone," Toad agrees, looking around.

"Right. Losing the princess, Luigi and the

king—" Mario sputters in rage. This is the stupidest adventure I've ever been on."

He looks around grumpily. "Now what are we supposed to do?"

At that moment, they hear a familiar whirring sound. Mario and Toad run to the edge of the cloud bank and peek over.

The mysterious mixer whooshes by, just below them!

"Follow that mixer!" Mario yells.

"But how?" Ibad asks.

"Well," Mario says, "we can track it along the clouds."

"Or we can get back down to the ground and chase it from there." Toad looks around. "We can hop onto that hill down there." He points at a slope not far below their feet.

"Right," Mario says. "Let's move!"

***** Mario collects 4 coins. *****

If you think they should chase the mixer across the clouds, turn to page 105.

If you think they should get down to the ground to follow the mixer, turn to page 5.





"Down!" Mario yells.

He and Toad fling themselves headlong. It seems like it takes forever until they actually crash to the ground.

Their belly-flop lands them on a slope. They slide down, faster and faster. Finally, they tumble to a stop in a small valley.

"Ow! That hurt!" Mario rubs at bruises. "But at least we lost that horrible monster."

Toad looks up, groans, and falls into a dead faint.

The ground grows dark again. It's as if night has fallen. "Then again, maybe not," Mario says. He stares up as the Soopa Paratroopa comes flapping down. It brakes until it's in a sitting position.

"I guess this is *the end!*" Mario sighs.

GAME OVER!



Toad and Mario decide to lie low and see what happens next.

Bowser Koopa scrapes his filthy toes on the ground as he waits for the dumbest turtle in his army to appear. But nothing happens.

"What's the problem?" Bowser calls. "Has Elmo forgotten his name again? Doesn't he know which way to go? Will somebody take his hand and bring him up here?"

Still no Elmo.

"I'm going to count to thirty. If Elmo isn't here by then, heads will roil." Bowser folds his arms and taps his scaly foot. He is obviously quite peeved.

"Okay!" he yells at last. "Time's up. Who's in charge here?"

"Er, me," says a small voice from the back of the army.

"Who's that?" Bowser shouts. His creatures stand aside to show a short, squat turtle war-

rior. "Boom-Boom!" Bowser exclaims. "What are you doing here? Where's Elmo?"

"Um, well," Boom-Boom says nervously, "I wanted to get out of the fortress for a while. So I took command out here, and, er, ah, left Elmo in charge back there."

Bowser's green face turns purple. "You left him in charge? *I'll* fix you! Get him!"

Boom-Boom gasps. Eager hands toss him into the mixer bowl, along with a Firesnake.

"Yow!" exclaims the creature that's flung out. It has Boom-boom's body, and the Firesnake's head. It also keeps fanning itself. "I'm burning up! Help! Water!"

"The first of the red-hot Troopas," Bowser cackles.

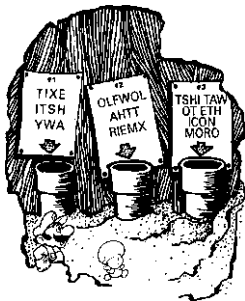
In their hiding place, Mario turns to Toad. "Let's get out of here."

A little farther into the cavern, Mario and Toad find three pipes in the ground. There are signs over them, but the letters have been mixed up by Bowser's Monster Mixer.

Mario stares for a moment, then leaps forward. "I know what to do!"

Solve this puzzle to see what happens next:

- Mario must decide his next move by figuring out where the pipes go. Help by unscrambling the words on the signs.



If you think Mario's best choice is sign 1,
turn to page 16.

If you think his best choice is sign 2,
turn to page 74.

If you think his best choice is sign 3,
turn to page 94.



Mario and Toad wander through the clouds for a long time before they find some steps leading to the ground. Four of the steps yield gold coins. Mario happily pockets them.

He and Toad jump down and land on a hilltop. A familiar whirring noise is coming from the valley below. "That's the Monster Mixer," Mario says. "Let's try to find it."

The huge machine isn't hard to locate. When Mario and Toad sneak up, Bowser is busy with a mixing session. In goes Dry Bones and a Venus Fire Trap. Out comes a dried-up, withered plant.

"Remind me not to try that one again," Bowser says. "On to experiment 19,136. We'll mix a Micro-Goomba with a Grand Goomba."

This experiment is disappointing too. All Bowser winds up with is a normal Goomba.

"Experiment 19,137," Bowser begins. "We'll mix—"

"Boss!" one of his Troopas calls out. "There's something coming in for a landing."

It's a big something. Koopa creatures scramble out of the way as the Soopa Paratroopa comes swooping down.

A Goomba slides off the beast's back and drops to Bowser's feet. Four kidnapping crew and Lemmy are back at your castle. They got two of the suckers you wanted to mix up."

"Which ones?" Bowser wants to know.

The Goomba consults a list. "Princess Toadstool and that rotten plumber Luigi."

Mario and Toad gasp.

Bowser leaps into the Monster Mixer. "Prepare for liftoff!" he yells.

"We'll have to hitch a ride on the mixer," Toad whispers.

"Or we could ride the Soopa Paratroopa," Mario says. "It wouldn't even notice us."

***** Mario collects 4 coins.*****

If you think they should stow away on the Monster Mixer, turn to page 95.

If you think they should jump on the Soopa Paratroopa, turn to page 21.



A blinding flash envelops Mario, and he reels from the sound of an explosion. "I can't see!" he cries. After a moment, he uncovers his eyes, squinting in the sudden light. "Well, that was a blast."

"It looks like things turned out okay," Toad says cautiously. "But I'm not sure where we are."

Mario glances around. He, Toad and the king are in a quiet little valley, all alone. "Or how we got here," he puts in.

"Or where everyone else is," Toad adds. He's beginning to look very gloomy.

Suddenly Lemmy Koopa bounces up, balancing on a huge ball painted with the same colors as his shaggy hairdo. An all-too-familiar pink clown suit covers his scaly body.

"I knew there was something wrong with those clowns," Mario groans.

Lemmy greets them with a giggle. "Haha-

hoo-hoo-hoo-ha-ha!" he says, laughing his green head off. "No more games!"

In his hand, Lemmy has a small box with a big red button.

"Look out!" Toad cries suddenly. "He's going to push that button."

In fact, Lemmy has already pressed it. "Ten, nine," the Koopa brat says.

"What are you doing?" Mario asks suspiciously.

"You'll find out soon enough," Lemmy answers. "Eight." He scratches his head with a filthy finger. "Let's see, what comes after eight?"

A rumble comes from deep within the earth. Everything shakes.

"Nine? No, that's wrong," Mario says, frowning. "It must be—"

His voice is drowned out. With a fearful roar, the ground opens beneath his feet!

Turn to page 36.





"The princess is gone!" yells Mario.

The photographer squawks as Mario knocks the camera aside. "That's no photographer," Mario says. "It's a Goomba!"

"You mean one of the outlaw mushrooms who've turned against my kingdom?" gasps the king.

"You'll never take me alive!" the rotten fungus snarls. Mario pounces. *Poof!* The Goomba disappears.

"Where could he have taken my daughter?" the king wonders.

Suddenly a troop of clowns bursts into the tent. "Nyah, nyah, nyah!" A pink-suited clown jumps in front of the king.

"Shoo!" the king orders. He zigs to the right, but the clown jumps in his way. He zags to the left. The clown blocks him again.

"Stop clowning around!" Mario yells. "We have to find the princess!"

It's hot in the tent, and everyone is sweating. One clown's white makeup starts to run. Under it his skin is green.

The king throws up his hands. "I give up," he says. "Let's go see the big top."

"Why not?" Toad asks, from the corner. "There's nothing here—except for this secret exit with tracks leading away from it."

"Tracks?" Mario says excitedly. "Exit?" He peers at the marks. They lead from a hole in the back of the tent toward a big sign that says, PIN THE TAIL ON THE KOOPA AND GET WHAT YOU DESERVE.

"Forget about the big top. Let's follow the tracks," Mario says.

Luigi sighs. Talk about tough choices. The circus only comes once a year."

"On to the big top!" yell the clowns.

**If you think they should go to the big top,
turn to page 14.**

**If you think they should follow the tracks,
turn to page 61.**



Mario takes out his gold pen. "I'll start at Point A, and go here . . . hmmm, this is tricky. Wait! If I trace the double ellipses, move up to Bowser's hair, and then go all the way around his head—there! That does it!" Mario has traced Bowser's portrait without lifting the pen once!

Magically, the doors swing open—to reveal Bowser's throne room. It's a huge hall, hung with thousands of photos of the Koopa family. The originals are all there in person, too, clustered around Bowser's mildewed throne, squabbling over a can of Koopa Kola.

"What timing!" Bowser gives a big green smile to the new arrivals. "Now I don't have to send for you."

The area around the throne is jammed with more Koopa creatures than Mario has ever seen in one place before. They're all gazing at the Monster Mixer, which is in the middle of

the room. And in front of the mixer, his arms held by the Hammer Brothers, is Luigi!

The Monster Mixer is already on, sending mixed-up waves of dizziness through the room. "I'm so confused!" Mario cries, wobbling on his feet. He crashes into a floating stone block, which spits out seven gold coins.

"Don't you worry about a thing!" cries Bowser, ever the gracious host. He rubs his grimy turtle paws as his army closes in on the new arrivals. "Well, now the gang's all here," he cries merrily. "We can have some very interesting experiments."

*****Mario collects 7 coins.*****

If you think Mario and his friends should try to fight, turn to page 38.

If you think they should wait for a better chance, turn to page 90.



Mario and Toad dash for the rocks. They reach the pile just as the guards march by, singing their silly song. Crouched among the boulders, the plumber and the mushroom wait until the noise dies away.

Mario notices that there's writing on the rock right under his nose. "Dining Room Wall, Stone 14,533," he reads. "Trust a Koopa to buy a pre-fab castle!"

He turns to tell Toad the rocks they're hiding in are rejects from the castle. But the royal mushroom retainer has made a discovery of his own!

"Is it safe to talk now?" Toad asks.

"Sure," says Mario.

"Then, *hellllpppp!*" Toad's cry ends with a splash and a gurgle. Mario has to scoop him out of a pipe filled with water.

"I sat on some rocks, and they fell into the water!" Toad splutters. "What a stupid place to put a pipe!"

"This must be the main drain to the castle!" Mario exclaims. He quickly clears away the rocks, and the water runs out. He peers into the damp pipe mouth.

About five feet inside the pipe is a rickety metal gate, held closed with a fancy-looking combination lock. Mario rubs his hands together. "All we have to do is get that gate open, and we'll have our own secret tunnel through the castle."

He smiles triumphantly. It's a plumber's paradise!

Turn to page 112.





Koopa Troopas seize Mario and his friends. "For my first experiment," Bowser announces, "I'll try a three-way mix." He smiles gleefully. "Let's try Mario, Luigi, and a Koopa Troopa. I should wind up with a jumping, fighting, dumb Troopa."

"You fiend!" the princess cries.

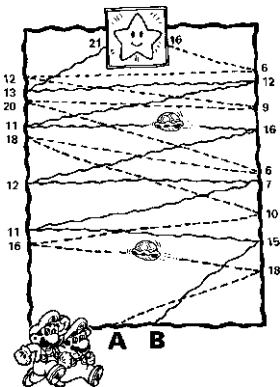
That's me!" Bowser agrees.

Mario is prodded to join his brother at the mixing bowl. They're joined by a particularly stupid-looking red Koopa Troopa. Luigi points with his nose at a stone block floating high over their heads. "Last time I was here, I found a Starman inside that block. If we could get it down here, we'd be invincible," he whispers to Mario.

Mario grabs the Troopa beside him. "I know how to get it down!" He hurls the Troopa toward the block. But, with the Mixer already running, his aim is a bit mixed up.

Solve this puzzle to find out what happens:

- Will Mario's mixed-up throw bring the Starman down? It will take a lot of luck to hit the Starman block. Mario's lucky number is 123. Find the path that adds up to that number.



If you think it's Path A, turn to page 115.

If you think it's Path B, turn to page 46.



Mario charges, zigging and zagging to avoid the flying hammers of the Hammer Brothers. Amazingly, the clowns charge, too.

But they're not heading for the Hammer Brothers. They're charging Mario!

In the lead is the clown in the polka-dot suit. All the makeup has sweated away. Now Mario sees the warty green face of a Koopa Troopa.

To his dismay, Mario sees that the evil turtles have gotten the king, Luigi and Toad. As they surround Mario, he mutters, "Never trust a green-skinned clown."

Then the clown-Troopa jumps on Mario, and the whole world goes green.

GAME OVER!



"That sounds like a good plan," Toad says. He braces himself. "I'm ready when you are."

"Here goes nothing!" Mario says. Suddenly, a terrible screeching sound comes from the huge flying thing.

"Never trust a Koopa creation," Mario cries. "This thing is coming apart!"

The next thing Mario and Toad know, they're in free fall.

And it's a loooooooooooooong way down!

GAME OVER!





"Gold!" Mario's eyes light up.

Suddenly the ground opens under Mario's feet and he drops like a lead pipe.

"Aaaaargh!" he wails on the way down. *Bonk!* He lands hard and picks himself up.

Flop! Toad lands on top of him. "It's raining mushrooms," Mario grumbles. He covers his head, but no one else follows.

After a moment he looks around. They are in a stony cavern, deep underground.

"We've lost the king," Toad points out.

"And Luigi," Mario adds. "And the princess. I know." He flops sadly onto the rock. "I'm beginning to feel depressed."

"Well," Toad says, "the golden glow coming from over there should cheer you up." He points to the right. Mario looks over, and sees a tunnel that leads deeper into the ground.

Turn to page 28.



"I'd rather go by mixer," Toad whispers.

He and Mario wait until the Soopa Paratroopa has left, and Koopa's creatures have climbed aboard the Monster Mixer. Then, just before it lifts off, they dart out and cling to the bottom of the machine.

It isn't a very comfortable way to fly. Mario's arms quickly grow tired. He pulls himself up so he can sit on the little ledge that the mixing bowl rests on. Then he pulls Toad up, too.

They lean back, enjoying the view. Below them stretches half of the Mushroom Kingdom. They can see the sparkling blue of Water Land, the hilly green fields of Grass Land—

"It's really pretty up here," Toad says. "I wish I had a Tanooki suit so I could go flying whenever I wanted."

"I don't think they work for mushrooms," Mario says. "Maybe the king will let you use one of the royal flying carpets."

"Sure," says Toad. "Hell be so grateful when we rescue him, well be able to hit him up for anything."

Reminded of their quest, they look ahead eagerly. There, in front of them, is their destination: Koopa's Castle!

As the Monster Mixer comes in for a landing, a big rodent crew member named Rocky Wrench peeks over the side. "Hey!" he yells. "Something's stuck to the side of the bowl!"

Spotted! "Bad luck," says Mario.

"We're almost at the castle gates. Maybe we should jump," Toad suggests.

"Or we can pretend to jump, but grab hold of the ledge on the bottom again," Mario says. "We can drop off and run when we're a little closer to the ground."

**If you think they should jump now,
turn to page 41.**

**If you think they should drop and hang from
the bottom of the bowl, turn to page 93.**



"Let's hope Luigi can take care of himself for now," Mario says to the princess. "We don't want you getting captured again."

He looks at the strange combination of king and Koopa Troopa. "Are we going to have any trouble from you, your Majesty?"

"Not at all," the king-Troopa assures him. "Bowser mixed me with the dopiest Troopa in his army. But, oddly enough, I feel twice as bright now. I want to help."

"Fine!" Mario says briskly.

He leads the way out of the cell. Soon, the four friends are creeping along the dim halls of the castle, looking for a way out.

"Maybe you should have marked our way in," Toad whispers. "These passages are very tricky."

"My sense of direction never fails," Mario says, annoyed, "See?" He points to the end of the corridor, where a big sign says, TRY THIS WAY OUT IF YOU'RE SO SMART.

"I don't think it's wise. Maybe I can suggest a better way," the king-Troopa says. "Just take the next left, make a right, then another left, two rights, circle round the main ballroom, then turn—"

In the distance, Mario hears clomping footsteps. Guards are coming up behind them.

"Mario," the princess whispers. "We've got to hurry. Why not take Daddy's route?"

"Are you sure we should trust him?" Mario whispers back. "Maybe we should just take the straightest way out of here."

If you think they should make a straight dash for the nearest exit, turn to page 20.

If you think they should follow the king-Troopa's route, turn to page 55.



"Hmmm. There are five monsters in there." Mario stares at the coin room.

"You can't go in!" Toad is horrified. Those monsters are mushroom-eaters. They'll probably become man-eaters, too, once they get a taste of you."

"Um-hmmm," says Mario.

"Well? Are you coming?" Toad asks.

"You know, this reminds me of a coin room I saw in another adventure," Mario muses. He goes to the edge of the ledge. "Wait a second while I try something."

He dives for one of the blocks hanging in the room. It's a Switch Block. When he hits it, the Chomp-Munchers turn into coins!

"Aha!" Mario crows. "I thought so!" He happily begins collecting coins, leaping into the air to grab them.

At the limit of his jumping range, he sees a floating block. Something made out of gold

rests on top. He can't jump high enough to reach it, and the right side of the box hangs over a bottomless pit.

"Whatever that golden thing is, I want it," Mario says. "And I'm going to get it!"

He carefully lines himself up, and leaps to hit the bottom left side of the box. The thing on top falls off to the right. "A gold pen," Mario says, catching it. "Nice!"

"How many coins do you have now?" Toad asks in a worried voice.

"Six," Mario answers proudly.

"The longer we stay, the more likely it is that something awful will happen," Toad whines. "Switch Blocks don't stay switched forever."

"I know," says Mario. "But I'd like to get some more coins."

***** Mario collects 6 coins, and he now has a gold pen. *****

If you think Mario should go for more coins, turn to page 118.

If you think he should get back to tracking his lost friends, turn to page 32.



Everything gets dark. "Luigi!" shouts Mario. He and his friends dash blindly around the barren hilltop.

The sky is inky now. It's as if night has fallen. But no! The huge black shadow is made by the Soopa Paratroopa, swooping down on them. "Help!" someone shouts.

Lemmy Koopa's stupid cackling rings in Mario's ears. There's a whizzing sound, a terrible wind—

And all of a sudden, everything is back to normal again. The sun is shining, and Lemmy's laughter is fading away.

"That brat dive-bombed us just for fun," Mario fumes, picking up his plumber's hat.

"Not exactly, Mario," Toad says sadly. "Luigi is gone."

"Gone?" Mario runs around frantically. But Luigi is nowhere on the hill.

"What are we going to do?" Toad says.

"Perhaps we should go back to the circus," the king suggests with a smile. "We can still catch the evening show!"

Mario frowns and the king stops smiling. "I knew my little brother would get into trouble without me. He could be anywhere by now," Mario says. "I don't know what to do." He kicks a stone block in his way, and three gold coins fly out and into his pockets.

But the distraught plumber is so busy racking his brains for a plan, he doesn't even notice the coins. He also doesn't notice the odd crack in the ground until he trips over it.

"What?" Mario looks down. The crack widens into a crevice in the ground. From it comes a mysterious, golden glow.

****Mario collects 3 coins.****

**If you think Mario should explore the crevice,
turn to page 34.**

**If you think Mario should chase after his
brother, turn to page 39.**



The two heroes head for the shrubs. Crouched in the clump of bushes, they wait till the guards march past.

"Every day, they sing that stupid song," a voice says.

"How do you know, Toad?" Mario asks.

"Know what?" Toad looks startled.

Mario frowns. "What you just said."

The voice speaks again. "Don't be silly. I'm the one who's talking."

Mario and Toad look around, but see no one. At last they realize the words come from the bush they're hiding under.

"Sorry," says Mario. "We didn't expect—"

"I know what you mean. I wasn't expecting company either. My leaves are all dusty." The bush sighs. "It's not often we get anyone passing through here."

"Except for those stupid guards," another bush adds.

Soon several bushes are chatting away. Mario gets an idea.

"Since you live in the neighborhood, maybe you bushes can help us," he says. "What's the best way into Koopa's Castle?"

All the shrubs start to talk at once. Mario waves his arms to get them to settle down. "One at a time, please," he says.

"I'd try the front door," suggests a bush with big purple flowers. "It's hardly ever guarded."

"On the other hand, maybe you'd like to try the secret entrance," another shrub says. It points a branch over toward a pipe mouth sticking out of the ground. "There's a gate inside that pipe over there. But be careful. It's got a tricky lock."

"There's no question," Mario says confidently. "I know what to do!"

If you think Mario and Toad should take the front door, turn to page 41.

If you think they should take the secret entrance, turn to page 112.



"We'll do it my way," Mario says. He and Toad set off across the clouds, following the huge Mixmaster through the sky.

"This would be easier if I had one of my flying suits with me," Mario puffs, a little winded from his cross-cloud pursuit.

"At least it's easy on our feet," Toad says. "Miles and miles of cottony whiteness, soft as a cloud—"

"You sound like a pillow commercial," Mario comments.

They leap a gap in the cloud bank, with only empty air under them. "That's the only open patch we've hit," Mario says. "The clouds around here must be pretty thick."

"D-uh, hey, who you calling thick?" one of the clouds complains.

Mario is glad for the clouds. They're forcing the Monster Mixer to move slowly. He and Toad have no trouble keeping pace. They even

seem to be gaining on the machine as they bounce along the puffy surface.

"This isn't so bad," Mario says. Then he claps his hand over his mouth.

"What's the matter?" asks Toad.

"Whenever I say that on an adventure, things start getting worse," Mario says. "I wish I hadn't gone and blabbed."

"Too late now," the practical Toad says. Then he turns pale and gasps. "Even though you were right!"

The loud flapping of wings announces that there's something else up in the sky with them. Something big. Oh, no! It's a Soopa Koopa Paratroopa!

The huge, green flying monster is bigger than most houses in the Mushroom Kingdom—and in Brooklyn, too, come to think of it. Mario and Toad both freeze where they're standing.

"If we keep still, maybe it won't see us," Mario says. "After all, we're small."

At first, it seems they may be in luck. The Soopa Paratroopa might just fly past.

Then the creature spots Mario's red hat against the backdrop of white clouds. With a delighted honk, the Soopa Paratroopa turns

one of its three heads. Then it zooms ngnt at Mario and Toad!

"I wish I was back on solid ground," Toad moans as he runs. "I'd rather have some clouds between us and this monster." The royal mushroom retainer leaps through a puffy cloudlet. "Even better, a stone wall."

Mario brightens. "That's an idea!"

"I don't see any stone walls around here," Toad points out.

"I meant about putting clouds between us and the monster," Mario explains. "Maybe we can hide in a cloud bank!"

Toad claps a hand to his polka-dot hat to keep it from flying off. "I'd rather go down," he says.

If you think Mario and Toad should hide from the Soopa Paratroopa on the ground, turn to page 76.

If you think they should try to hide in the clouds, turn to page 68.





"Oooh!" Still blinking from the flash, the king turns to his daughter. "How many copies should we get, dear? Dear?"

There's no one there!

"The princess is gone!" Mario cries.

"She can't be!" Toad exclaims. He runs around the tent. "Princess? Princess!"

"There can't be many hiding places round here." Luigi rolls up his sleeves. "We'll take the whole tent apart!"

"Take it apart! Take it apart!" voices chant from the tent entrance.

Luigi turns around, and a green and orange ball flies into his face. He staggers back, banging into the tent pole.

"Watch out!" Mario yells. "You'll knock the tent down."

"Knock it down! Knock it down!" Chanting in sing-song voices, a group of clowns in thick makeup and silly clothes comes dancing in.

"Wait!" says the king.

"Stop!" says Luigi.

"Go away!" Toad shouts.

But the clowns start jumping and tumbling everywhere. One yanks on the king's beard. Another throws a rug over Toad.

"Hey, you bozo," Luigi suddenly yells, "watch it with that ball! *Whooah!*"

The brightly-colored circus ball lands under Luigi's feet. He tries desperately to balance, and, well, there's a terrible crash. "Murgurphbnn," Luigi says from beneath a pile of cardboard cutouts.

The king helps Luigi up. "Are you all right? You look awfully flat."

"That's because what you're holding is just a cardboard cutout of me." Luigi struggles out from under another part of the pile. "They use it for the picture-taking."

"Really?" says the king. "I thought you needed a camera."

"The princess couldn't have just vanished," Toad says. "Well, I mean she could have. But she'd need a magic potion, or the warp flute, or something."

"I'm getting tired of looking and not finding

anything." The king leans against the wall of the tent. "Help!"

He goes right through the wall, landing with a splat on the grass outside.

"There's a slit in the tent here," Mario says. "It's right where the princess was standing. But where did she go from here?"

They can see two tents nearby. One is the Hall of Horrors. The other is the Pin-the-tail-on-the-Koopa tent.

"Let's look in the Hall of Horrors first," the king suggests.

"Why?" asks Mario.

"It's just the place to hide somebody who's been kidnapped." The king smiles. "And besides, I love being scared."

If you think Mario and his friends should search the Hall of Horrors, turn to page 66.

If you think they should go and pin the tail on the Koopa, turn to page 61.



"The message is clear," Mario says. "I know exactly what to do."

Toad looks worried. The *clack-clack!* of the Chomp-Munchers' jaws is getting louder. "We'll smash the roof," Mario finishes quickly. "It will fall down and cover the Chomp-Munchers, and we can go through the hole and get back to the surface."

"The circus?" the king says excitedly,

Mario decides to ignore the irritating monarch. "I've picked up this hammer," he says, hefting the Hammer Brothers' tool in his hands. "It should do the job."

He stands by the doorway and lets go with a mighty whack. *Clang! Crunch! Kaboom!* Huge cracks appear in the walls and ceiling.

Then it all comes down ... on Mario!

GAME OVER!



"I hope you know what you're doing," Toad says anxiously.

"Trust a plumber." Mario fiddles with the gate. *Clunk!* "This is easy"

Suddenly the ground under their feet vanishes. They tumble into a slimy lower drain of the castle's plumbing system.

Toad looks around. "There's no one else here," he says. "Oh, this is awful!"

"Naah," Mario says, wiping slime off his mustache. "I know my way around drains."

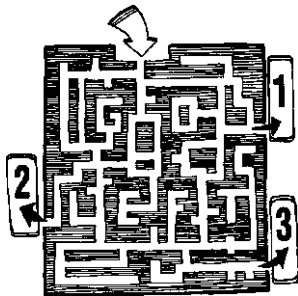
He forges ahead. Soon, they're out of the drains and in the secret tunnels under the castle. The dusty system of underground halls is like a maze. There are many exits. But which is the right one?

The only clue is a sign on the wall. It says:
 KOOPA CASTLE MAGIC EXIT/ENTRANCE. AUTHORIZED
 PERSONNEL ONLY. TO OPERATE; THE ANSWER IS IN
 BLACK AND WHITE.

"I know we can find the answer," says Mario.
 "I just hope it's not magic."

**Solve this puzzle to find out
 what happens:**

- Where's the message in the maze? How will Mario know which way to go? It's up to you!



If you picked exit 1, turn to page 20.

If you picked exit 2, turn to page 74.

If you picked exit 3, turn to page 20.



"No offense," Mario tells the king-Troopa. "But I don't trust you or your deductions." He leads the way out of the princess's cell. Toad, the princess and the king-Troopa tiptoe behind him.

The castle is full of dim rooms and dark halls, with garbage piled in every corner. This way." Mario holds his nose as he leads them into a corridor.

"I don't think this is the right passage," the king-Troopa says. "Lookup."

Mario looks up. The biggest Thwomp he's ever seen is hanging from the ceiling, about to crash down on them! Bowser must have thrown at least six of the blue, block-shaped things into his mixer to create this monster.

"I hate being wrong," Mario mutters, just before the Thwomp thumps down on him.

GAME OVER!



"I missed!" Mario groans.

The Troopa shell falls inches short of the Starman block. It plummets toward the creatures crowding around the Monster Mixer.

The shell lands right on the head of Rocky Wrench, who's tending the Monster Mixer. He falls down, out cold, and his wrench flies out of his hand. The metal tool drops into the machinery of the mixer.

The Monster Mixer keeps going, but horrible grinding noises start to come from within the machinery. Smoke pours out.

"I should have known you two monkeys would throw a wrench into my plans!" Bowser shouts. Smoke wraps around his throne.

Then the Monster Mixer explodes. Mario has destroyed the dangerous machine, but for him, it's a case of...

GAME OVER!



"What happened" asks Toad.

"Where's the princess?" Luigi knocks Mario down as he races around, looking in every corner of the tent.

"It's a mystery," says the king mysteriously. Then it sinks in. "My daughter! She's gone!" he yelps. "We'd better *do* something!"

"Right," Mario agrees. He gets up and dusts himself off. "Let's search!"

"I just did," Luigi reminds him. "The princess has disappeared. And so has the guy who was taking pictures!"

"They're not in here," says the king, peering into a small box of film.

Luigi bounces to the entrance. "Maybe she was taken to another tent."

They rush out. Suddenly Mario skids to a stop. "Look!" He points at something shiny in the grass. It's the princess's crown!

"It's a clue," Toad says excitedly.

Luigi gazes at the crown. "It looks like somebody stepped on it," he says. "One of the points is bent. The bent point aims at that tent there—the Hall of Horrors."

Mario kneels to peer more carefully at the crown. "No," he finally says. The bent point aims over the tent, toward the top of that hill beyond it."

Which way does the crown point?



If you think the crown is pointing at the Hall of Horrors, turn to page 66.

If you think the crown is pointing at the hilltop, turn to page 59.



"You're too nervous," Mario tells Toad. "We're perfectly safe in here. Why do you want to go rushing out?"

"Caves give me the creeps," Toad says.

"Creeps, shmeeps," Mario says grandly. "You're with Mario the plumber. There's nothing to be worried about! I'll take care of all our problems, just like *that!*"

He snaps his fingers.

"There's an echo in this cave," Mario says. But he's wrong. *Clack-clack!* It's the snapping of angry Chain Chomp heads!

Mario looks down. Chomp-Munchers are all around them! He counts one, two, three, four, five, six...

"I think we're in trouble," Toad says.

"Deep trouble," Mario agrees sadly.

Clack-clack-clack!

GAME OVER!



Toad grabs Mario's hand. "I said *run!*"

Mario steps forward. A huge flying shape crashes down right where he'd been standing. "It's one of those mixed-up creatures from Bowser's Monster Mixer," he guesses. He turns to view the army pursuing them.

"Shouldn't we run for our lives?" Toad asks.

Mario puts his hands in his pockets. "I think we can walk for our lives. Those mixed-up monsters don't look very speedy." He laughs. "Look at that Boomerang Brother trying to move on Goomba feet. And that Bob-omb trying to fly on Buzzy Beetle wings!"

The Buzz-Bomb's wings flap valiantly, but it barely wobbles in mid-air. The other creatures keep diving to stay out of its way, afraid it will crash-land and explode.

Silliest of all is the plant mixture—a Hanging Piranha plant combined with a walking Nipper. "Ha, ha!" Mario says. "That plant

doesn't even know which way is up!"

Mario and Toad easily outdistance the mixed-up Koopa army. Soon they reach the top of another hill. Mario looks back. "They'll never catch up with us now."

He stops, frowning. "I just wish Luigi was here to see this. I hope he and our other friends are okay."

"No time to think about that now," Toad says in a scared voice. "Look at the other side of this hill."

Mario looks, and gulps. Bowser's tank force is clanking towards them!

"What are we going to do?" asks Toad. "I'd rather mix it up with those mixed-up Koopa creatures than tangle with tanks."

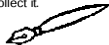
"A fight would be fun, but maybe we should keep going," says Mario.

If you think Mario and Toad should head back to trash Koopa's troops, turn to page 38.

If you think they should try to take on the tank force, turn to page 23.

Drip by Drip Scorecard

Circle each object as you collect it.



Keep track of your coins here:

Now, use this chart to find out your H.P.I. (Heroic Plumber Index) for this adventure. For every gold coin that Mario collected during his adventure, score 10 points. Then check your rating on the chart.

Did Mario find the hidden coin room? Did he explore the main drain of Koopa's Castle? Did he rescue the princess? Read the book again, until you reach the highest possible score.

